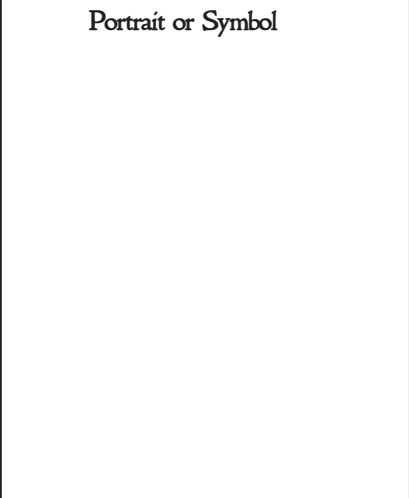


Name: _____
 Race: _____ Homeland: _____
 Created On: ___/___/___ Player: _____

The Body		Lv	Mod
Agility ^(AGL)	<input type="text"/>	<input type="text"/>	<input type="text"/>
Beauty ^(BTY)	<input type="text"/>	<input type="text"/>	<input type="text"/>
Build ^(BLD)	<input type="text"/>	<input type="text"/>	<input type="text"/>
Might ^(MGT)	<input type="text"/>	<input type="text"/>	<input type="text"/>
Vitality ^(VIT)	<input type="text"/>	<input type="text"/>	<input type="text"/>
The Mind		Lv	Mod
Essence ^(ESS)	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intuition ^(ITU)	<input type="text"/>	<input type="text"/>	<input type="text"/>
Presence ^(PRS)	<input type="text"/>	<input type="text"/>	<input type="text"/>
Reason ^(RSN)	<input type="text"/>	<input type="text"/>	<input type="text"/>
Will ^(WLL)	<input type="text"/>	<input type="text"/>	<input type="text"/>

Portrait or Symbol



Age: _____ Sex: _____ Hgt: _____ Wgt: _____ Handed: _____
 Eyes: _____ Hair: _____
 Features: _____
 Description: _____
 Racial Traits: _____
 Unusual Traits: _____

Social Class: _____ Family Occupation: _____
 Schooling/Apprenticeship: _____
 Childhood Events: _____
 Adolescent Events: _____
 Occupation: _____
 Titles/Rank: _____
 Disposition: _____
 Morals: _____
 Motivations: _____
 Drive: _____

Skills	Field	Talnt	Un	Lv	Total
Alchemy	Arcane	RSN	X		
Animal Hand.	Outd.	ITU	0		
Arcane Arts	Arcane	ESS	X		
Athletics ^{AGL, IMP}	Outd.	WLL	0		
Clothier	Trade	WLL	-5		
Commerce ^{BTY}	Social	PRS	0		
Craftsman	Trade	WLL	-5		
Dominion	Arcane	ESS	X		
Farming	Trade	WLL	-5		
Fieldcraft	Outd.	ITU	0		
Lore	Acad.	RSN	-5		
Linguistics	Acad.	RSN	-5		
Maneuver. ^{IMP}	Comb.	ITU	0		
Medicine	Acad.	RSN	-5		
Melee Arms	Comb.	WLL	0		
Mentalism	Arcane	WLL	X		
Metaphysics	Arcane	RSN	X		
Military Arts	Comb.	PRS	0		
Nautical Arts	Outd.	WLL	0		
Perception	Subter.	ITU	0		
Performance ^{BTY}	Social	PRS	0		
Persuasion ^{BTY}	Social	PRS	0		
Philology	Arcane	RSN	X		
Ranged Arms	Comb.	ITU	0		
Science	Acad.	RSN	-5		
Shen	Arcane	ITU	X		
Statecraft ^{BTY}	Social	PRS	0		
Stealth ^{IMP}	Subter.	ITU	0		
Stewardship	Trade	PRS	0		
Theology	Acad.	ITU	-5		
Theurgy	Arcane	PRS	X		
Thieftcraft	Subter.	RSN	-5		
Visual Arts	Acad.	ITU	-5		

Languages	Lv	Total

Specialties	Lv	Total

Masteries/Grandmasteries

Experience Type	Mod	Saved
Core		
Drive		
Essence		
Intuition		
Presence		
Reason		
Will		

Rounds of Experience: _____

PL Protection Level = Sum armor PLs

LP Life Points = 4+VIT & BLD mods

QP Quint. Points = Dominion (quintessence) +ESS mod

Remaining:

Injury Levels = each box can hold as much damage as your life points. IIs are penalties.

0	1	2	3	4	5
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Injuries:

Order & Move

Spd Speed = Maneuvering (reaction speed) or use weapon spd

Mv Move = Maneuvering (footwork)+ AGL mod

Defense

Ev Evasion = Maneuvering (evasion)

Blk Block = Melee arms(shielding) +shield blk mod.

Parry = use Acc of Weapon

Offense

spd	acc	pwr	weapon

Speed = Maneuvering(reaction speed) - weapon wgt
 Accuracy = Melee/Ranged arms(weapon)
 Power = Melee/Ranged arms(weapon)+MGT+BLD

Weapons	wgt	grp	range	damage

Ammunition	wgt

Items in Pouch	wgt

Region	Clothing & Armor	wgt	PL
Legs			
Arms			
Body			
Head			
Other			

Items on Person	wgt

Shield	wgt	cover	mod

Total Weight carried on person

Pack Weight (pack on back of sheet)

WL Weight Limit = Build + Might levels

0	1	2	3	4	5
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Impediment= each box can hold your WL in wgt.

